I guess this story really starts back when Bones disappeared from Tumblr, causing a lot of panic in their fanbase, as well as within the friend group (they had also not told us what was going on, though according to Ray, Avec had supposedly told Ray that Bones had a ‘plan’). I messaged Bones the night it happened in a panic and for the next couple of months, they ghosted me. I had no idea if they were alive or not until Ray had sent me a shiny new discord invite link to a server called The Skeleton Cavern. I was immediately welcomed back with open arms and placed into a mod role (the green ones, Captains, were like a ‘lower’ moderator). Time passed and eventually Bones wanted their own public Minecraft server.

The First Server (Sigma’s server)

So we got started. A server host was bought and the mod team spent multiple streams building a spawn area, downloading various plugins, ect.
One of the big ones on the older server was the factions plugin. Most mods had their own “factions” and faction parties. Sigma had built a hellscape, Avec built a wizard college, I had my own floating islands, and Bones, of course, built the skeleton cavern. On day 1 of the server being sent to the public, naturally, everyone seemed to join Bones’ faction. This wasn’t particularly an issue, though. However, Bones hadn’t actually built the cavern to be lived in by their faction members, which meant a majority of players had to build their own houses.

They built them right outside of spawn.

This… event should have been a sign of things to come in the future but at the start of the server, the little town outside of spawn, called Memeville, was going strong. Even I built something in Memeville (a little post office, if I remember correctly).

Eventually though, that small town became MASSIVE. The server started to lag because of how big it was, and the mods realized we had to do something about it. We realized that the player base on the server had dwindled since it first opened. Some buildings had been built day 1 and then abandoned after. So in a rare stroke of genius, we realized we could just destroy the abandoned buildings of users who hadn’t been on in a few months.

Our first mistake was letting people *know* we were going to do this. We initially assumed about 70% of the buildings in Memeville could be demolished, but we didn’t know which buildings belonged to who. Bones decided to make an announcement in the discord. Something about if you played on the server, you should claim your homes in Memeville before they’re destroyed. This caused a wave of players who hadn’t gotten on since day 1 to suddenly log on, claim their buildings, and leave again. When we finally got around to destroying the buildings, only about 20% ended up getting taken down.

There's a number of other things I could say about the first server. We had some sort of lootcrate plugins, Steve had been working on parkour minigames with Ray, I could even mention the absolute eyesore that was the "MxBones' Wild Ride" roller coaster in the middle of Memeville. But the server wasn't meant to last.

Around this time, Bones had their breakup with Nifaux and their falling out with the 'Fam Chat'. Bones ended up banning all of them, including Sigma, from the server. Afterwards, Sigma, who at this point was the only one actually paying to keep the hosting for the server up, stopped paying to keep it running and the first Minecraft server was gone.

The in between period

Bones had stopped playing Minecraft for a while. I guess it reminded them of their old friend group too much or something. My memories are a little fuzzy here but I believe this is when we started playing the Minecraft Cops n Robbers map as a group. Bones would stream it while we all played and inevitably, chaos would happen which was all good and fun. This period of time, I believe, was also when the infamous My Immortal stream happened. Then eventually we just started playing multiplayer creative. That's when Bones pitched the idea of starting a new Minecraft server to us.

The Second Minecraft Server

This time we had started to plan a little beforehand. Ray had pitched to Bones big plans to create dungeons before the server went live, so that players could go on quests and such. Bones, being a storyteller, liked the idea enough. So we all got to work, built a little spawn area, and while Ray had been working out those plans, Bones had launched the server before Ray was able to make anything.

It was okay for a while, from what I can remember. We learned from Memeville and downloaded a couple of plugins, including:

- A clear lag plugin (simple enough)
- Teleport plugin (allows players to teleport to each other)
- Paintings plugin (allows players to import their own images onto maps to display)
- Citizens

Citizens is essentially a plugin that allows you to make npcs. You can program set paths they follow and dialogue that will play when you get close enough. This by itself is fairly innocent, but we'll come back to it later.
I'm going to split this section into a few smaller sections because it's just A Lot so…

Mod Mansion

Mod Mansion was fairly simple. Most players built their own homes but for us mods, Avec had found a woodland mansion and Bones turned it into a communal house for us to live in. Each person got their own room that they could customize to their heart's content. Unfortunately, this is where the paintings plugin came into play.

Most rooms were FILLED with paintings. Pictures of pets, artwork, comfort characters, ect. One mod filled an entire wall with their smut art. I was a minor at the time (probably about to turn 14, if I wasn't already) and I was considered by most of them to be the "child" mod, so most other people banned me from going in there.

Bones in particular filled their room with their own artwork and would spam frames around other parts of the mansion. They figured out they could make pictures bigger by separating them into 3x3 tiles. This caused a ton of lag around the mansion and eventually Ray had to go through the whole thing and take everything down (which ended up pissing Bones off).

The Castle Part 1 (and Second Spawn)

The best way to describe the castle is Hell in Minecraft, for a variety of reasons. It started one day on a stream on the server. After declaring Jau as being the voice of Taizo, Bones became obsessed with the character. They only ever drew him and only ever talked about him at this point in time. So naturally, their weird worship of their own ocs would quickly translate into Minecraft. Bones decided to make a castle for Taizo, which isn't bad by itself, but what it led to was terrible.

They started building around 1000 blocks from spawn, making it very easy to find when you spawned in. They also made this thing MASSIVE. I used to pass the time by just walking the length of the castle and it would take 5-10 minutes. That's how big this thing was.
As they were building, they had decided to make this thing into an ARG. Players would have to work together to find it. The only issue is that, like I said before, it was so close to spawn, people could easily find it.

So they nuked spawn.

Ray ended up allowing Bones to use some cleared land she found to build the new spawn, and Bones asked the rest of the mod team to build it while they worked on the castle. In the end, I primarily worked on most of spawn, making a small town that catered to things new players may need. Avec had ended up helping to build a farm and Ray built a small fishing hut, but beyond that it was mostly me. The only thing Bones contributed was taming a llama and leaving it in the worst spot imaginable.

I poured a lot of love and work into the town. There were 'barracks' to keep with Bones' weird military theme at the time, a coffee shop, a market, and a hospital. I used the citizens plugin to give the town a few npcs that I came up with stories for. The twin nurse skeletons in the hospital

had lost their sister, and if you stumbled to the old spawn, you could find her in the wreckage. People who were around at the time probably also remember Melinda--Skeleton, which was the result of me fucking up the spawn command for the citizens.

The big one for me, though, was Benson. At the time, I was obsessed with my own webseries. Benson was a minor character in the series who worked at a coffee shop, so I added him to the server as a little easter egg. I believe I even told Bones that he was my oc.

Bones immediately took over. They insisted I make him a grandfather who takes care of a grandson obsessed with joining 'The War' (*My* Benson is 28 so this was an odd choice). I always tried to be patient and understanding with Bones, so I let them do it. Eventually they drew the characters around spawn and while I'm not sure it would count as character theft, it still sucked when I never got recognized for any of it.

Back to the castle. The server hadn't been made public yet while Bones worked on the castle. During this time only mods were allowed on the server while Bones built everyone else was supposed to be working on spawn. Most mods, if they ever got on at all, hung around the castle watching Bones build it. I think Ray at the time had started building the train station (see next section). We spent a lot of time hanging out in VC and one day Bones let a corporal named Calvin join us, whitelisting him to the server.

I didn't know Calvin personally and we never really interacted, but from what I heard he was kind of an ass generally. While on the server, he wandered over to the castle to watch like everyone else had and ended up taking a screenshot of the coordinates and leaking it into the discord. This only served to make Bones angrier and I think maybe this is why they focused so intensely on making it near impossible to even GET to the castle. I think he was banned from the server and afterwards I never heard anything about him again.

The Train Station

A more minor event on the server that I figured I would include for poor Ray's sake.

The server had gotten bigger since we started and Ray figured it would be a good idea to make some sort of quick transportation around the world so that people can spread out and we wouldn't have another Memeville happen.

She wanted to build a train station in different biomes where people could use to travel to the other stations through a warp or something. I never knew any specifics of the plans for it. When she pitched the idea to Bones, they were enthusiastic about the idea. They asked if they could help build it, specifically the train itself. Ray agreed. They had been working on the castle for a while now and it was a nice break from that.

Ray was going to work on the programming for the warp, Bones would build the train station, and I was going to build a small winter town around it. I remember Bones streaming it while

playing that one song from Fallout that they were obsessed with at the time (the one that went “My spurs will jingle jangle jingle”).

When Bones had finished it, it looked incomplete. It was obvious they were itching to get back to the castle and the train station didn’t exactly look the way any of us expected it to. The upstairs was nice, but the “train” was a few hollowed out tunnels with rails going back and forth. Ray had asked Bones to include 1 npc with the Citizens plugin, a tickettaker who would tell the player where the warp was. Bones added 6 npcs to the station with various, pointless flavor text dialogue. While this isn’t a terrible offense, it should have been a sign of things to come.

The train station, to my knowledge, never got finished. Bones had quickly made things with the castle go from bad to worse, which took Ray’s attention away from the station to try and fix the server almost constantly. Eventually, Ray was banned and it was left abandoned.

The Castle Part 2

Saying the castle was laggy is the understatement of the century.

At first it wasn’t too bad. The thing was MASSIVE and players in the area would experience a small drop in framerate, just like with Memeville. But as it goes with Bones, if they do anything, it’s always cranked up to 11.

Their idea was it would be a boss rush battle. Players would work together to find the castle and then fight all the enemies in it until they got to the final boss, Taizo. Good idea, in theory, but Bones had no idea how to make custom spawners. Instead, every enemy was a citizen in the citizens plugin, designed to attack players on sight.

At some point Avec and Ray had counted all of the npcs Bones made in that stupid thing and (I wish I was exaggerating) the number was in the thousands. Whenever a player entered the area, the ENTIRE server felt it. I remember a few times where people would yell at others to get away from the castle because the lag made it unplayable. At some point, the server ended up crashing 5 times and I believe Bones had to pay for a better server plan in an attempt to keep it running.

Bones, meanwhile, refused to believe anything was wrong. “Jau doesn’t lag and he has the worst internet!”, they tried to tell us at some point, despite the fact that everyone else on the server was complaining about lag. Even Avec, who had a tendency to coddle them and proclaim they can do no wrong, admitted they had been lagging severely because of the castle.
Ray and Avec provided Bones with several solutions, which Bones never agreed to. Instead their solutions were to fill in the hundreds of flowing blocks of lava under the castle, and made all the mods do it for them. It, of course, didn’t work. They were too stubborn to admit to a problem they caused and it was bringing down the server around us.

That’s when the ARG started.

The Daybreakers

The Daybreakers were a small group of players (that quickly got larger as Bones took notice of them) that were trying to find the castle. I remember they even caught my interest at the time. I used to follow them around invisibly.

I'm not entirely sure how they found the castle, whether they used Calvin's coordinates leak or if they did it 100% legit but eventually they stumbled over there. The server lagged severely while they were there but by some miracle they actually managed to get around the lag.

Bones made it absolute HELL for them. The thing with the citizens plugin is that even if you manage to kill them, they immediately respawn. They also made every enemy ridiculously overpowered and would occasionally smite the players with lightning if they were doing too well. The Daybreakers were the most patient, clever, and persevering group of people I have ever seen in my life. Eventually, they figured out every single enemy spawn point and would build cages around them so they couldn't get attacked. They set up a camp outside of the castle so they could spawn back right next to it. Here they would regularly trade weapons/food/ect.

Then came the next big problem. Ray had a tendency to fuck around with spawning things in. Overpowered weapons, speed potions that made you so fast you could see behind you because of the FOV increase, ect. She would regularly hand these out to mods for us to fuck around with. They were never intended for regular players.

Bones ended up taking a bunch of these potions and putting them in chests in a "treasure room" for the Daybreakers to take.

People lagged, people crashed, it was hell.

Ray had to go around asking people to give the potions back so she could destroy them. Most people were pretty understanding about it, but even at the end of the server, some people could still be found with these potions somehow.

Eventually, Bones decided one day that the camp outside the castle was making it too easy, and ended up blowing it up. They had claimed that Taizo had destroyed their camp. All of the Daybreakers had their spawn points reset back at second spawn.

Except for one.

Bones ended up managing to miss one bed in the explosion and that sole survivor quickly realized they could just teleport everyone back to them. So they did.

I have no idea how they did it, honestly. It's important to remember that this entire time the server was going through horrible lag the longer the Daybreakers were at the castle. But somehow, they actually managed to beat the boss and claim the castle as theirs.

After this point I had stopped playing on the server, and the end of my time as Bones' friend would come very soon, so this next part is just what I've heard from other people.

At some point there was this schism in the Daybreakers group. One of the Daybreakers, was added into Bones' friend group as a mod after Ray and I left, taking a few other mods with us. People wanted to be able to join the Daybreakers and supposedly there was a lot of gatekeeping within the group. That mod ended up bringing this up to Bones and the Daybreakers harassed her. Bones, in retaliation, ended up kicking them all out of the castle, except for the mod, claiming it was "ageism"? And they even apparently created a mini-comic with Taizo about this situation.

There's more I could probably say about the second server as well, namely what happened with Ray and how she was treated unfairly by Bones after leaving, but that was mostly through discord and this is about the Minecraft servers. I left before the server fully died off so I'm not sure what happened to bring it to the end. I've heard that Bones ended up creating other servers after I left, and I don't know much about them, but I imagine they both ended very similarly to these two.

But that's what happened. Two years of being put through hell. Looking back it's a little funny I guess, but at the time it was extremely stressful.